Fact sheet FS3132
Gaming machine data

This fact sheet explains changes to reporting on gaming machine data and explanations of definitions.

Overview

The NSW Government is committed to providing detailed and transparent data on gaming machines so the community can be kept better informed about gaming activity in the State.

Traditionally, information has been provided annually in NSW Government annual reports and on a quarterly basis for a fee.

The data has included Local Government Area (LGA) based yearly statistics for the number of gaming machines and the total value of bets on gaming machines.

To further improve transparency and make it easier for people to access data, Liquor & Gaming NSW (L&GNSW) has made gaming machine data freely available on its website.

Changes to reporting on gaming machine data

The following data is now provided on the L&GNSW website and updated six-monthly:

- The number of gaming machines at each venue.
- The number of gaming machines in clubs and hotels for each LGA.
- Net profit rankings of all NSW venues with gaming machines.
- Net gaming machine profit for each LGA.
- Gaming machine tax paid to the NSW Government for each LGA.

To help make the data simpler to understand, net profit has replaced turnover as the main data category for financial impacts of gaming machine activity.

This is because net profit is the best indicator of how much money communities lose on gaming machines.

Turnover has commonly been misinterpreted and led to wrong assumptions about levels of gaming machine loss. This change is in line with most other states.

Definition of net profit

- Net profit is the combined profit from gaming machines for all venues within an LGA.
- It is not exactly the same as player losses because some larger jackpots are "pooled" when machines are linked across multiple venues and LGAs.
- The data has included LGA based yearly statistics for the number of gaming machines and the total value of bets on gaming machines.
- However, it is the closest indicator of **how much communities have lost** on gaming machines.

Definition of turnover

- Turnover refers to the total value of bets on gaming machines, including bets made using credits won during the course of play.
- It is simply the **amount of money bet**, regardless of whether that money is won or lost.
- Therefore, turnover does not represent player losses.
- In NSW, gaming machines must return at least 85% of turnover over the playing out of their full course of combinations, with the average return of all gaming machines being about 90%.

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Gaming machine data

Example of gaming machine turnover compared with player losses

A player inserts $5 into a gaming machine and makes the following bets in a single playing session:

Credit	Game	Amount Bet (Turnover)	Result of bet
$5.00	1	$1.00	$2.00
$6.00	2	$1.00	$0.00
$5.00	3	$1.00	$0.00
$4.00	4	$1.00	$0.00
$3.00	5	$1.00	$1.00
$3.00	6	$1.00	$3.00
$5.00	7	$1.00	$0.00
$4.00	8	$1.00	$1.00
$4.00	9	$1.00	$0.00
$3.00	10	$1.00	$4.00
$6.00	11	$1.00	$0.00
$5.00	12	$1.00	$0.00
$4.00	13	$1.00	$0.00
$3.00	14	$1.00	$3.00
$5.00	15	$1.00	$0.00
$4.00	16	$1.00	$1.00
$4.00	17	$1.00	$0.00
$3.00	18	$1.00	$0.00
$2.00	19	$1.00	$0.00
$1.00	20	$1.00	$0.00
TOTAL		$20.00	$15.00

TURNOVER: $20

PLAYER LOSS: $5

RETURN TO PLAYER: $0
($5 inserted into machine minus $5 player loss)

For further information

To find out more about gaming machine data:

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